

CROWNS GOLF



- First truly realistic simulation of golf
- One or two players.
- Perfect for locations where leisurely competition is important.
- Players can challenge each other to a "nearest-to-pin" driving contest.
- For a Hole-In-One, player can record name and date of play.
- Voice sound effects.
- Players can choose one play for one credit (four strokes over par ends game), or "half round" for operator-selectable 4, 5, 6 or 10 credits (all holes are played regardless of score).

Players have unrestricted choice of golf clubs, stance position, and "address" (open/closed, forward/backward). Players can also aim the direction of shot, select the type (hook or slice), and velocity of swing.

A bird's-eye view of the entire hole is displayed showing path of ball and landing spot. Guidance information including out-in, par, score, shot, wind velocity, club and player address is also shown.



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